

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.



Important Legal Information

REV-E

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**THIS GAME CARD WILL WORK
ONLY WITH THE NINTENDO DS™
VIDEO GAME SYSTEM.**

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Getting Started

1. Insert the *Tony Hawk's Motion/Hue Pixel Painter* Game Card into the Nintendo DS™ slot as described in your Nintendo DS instruction manual.
2. Insert the Motion Pack into the Game Pak slot on the Nintendo DS.
3. Turn the Power Button ON.

Note: The Tony Hawk's Motion/Hue Pixel Painter Game Card is for the Nintendo DS system only.

Hardware Introduction

The Motion Pack is a new and exciting means of controlling games on your Nintendo DS. Make sure to insert the Motion Pack into the Game Pak slot of the Nintendo DS before powering on. To use the Motion Pack during gameplay, tilt the Nintendo DS in different directions to control the games.

Games Introduction

Play *Tony Hawk's Motion* — Jump right into the world of skateboarding and snowboarding with motion controls that let you feel each turn and move like the pros!

Play *Hue Pixel Painter* — Bring back color to a draining world with the power of motion control! Become Hue... Paint barren wastelands into living landscapes and battle the Drabs—evil monsters ridding the world of beautiful color!



CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

Controls: *Tony Hawk's Motion*

Basic Skate Controls

Kick — To kick, press the **L** Button. The longer you hold the button, the faster you'll skate.

Ollie (Jump) — To ollie or jump, press the **R** Button. The longer you hold the button, the higher you'll jump.

Flip Tricks — To perform a flip trick, press the **X, A, B** or **Y** Button or any direction on the +Control Pad. Each one performs a different trick. The longer you hold the button, the higher your trick will be.

Grab Tricks — To perform a grab trick, you must first be in the air. Once in the air, press the **X, A, B** or **Y** Button or any direction on the +Control Pad. Each one performs a different trick.

Grind — To perform a grind, you must be near a rail or grindable object. Perform an ollie where you want to grind and then press the **L** Button to start grinding. Maintain your balance by tilting the DS left or right.

Manual — To perform a manual, press the **bottom left Touch Screen icon**. Maintain your balance by tilting the DS up or down. Press the **upper left Touch Screen icon** to perform a nose manual.

Basic Snow Controls

Accelerate — To start moving forward, press the **L** Button. The longer you hold the button, the faster you'll go.

Jump — To jump, press the **R** Button. The longer you hold the button, the higher you'll jump.

Grab Tricks — To perform a grab trick, you must first be in the air. Once in the air, press any of the **X**, **A**, **B** or **Y** Button or any direction on the +Control Pad. Each one performs a different trick.

Grind — To perform a grind, you must be near a rail or grindable object. Perform a jump where you want to grind and then press the **L** Button to start grinding. Maintain your balance by tilting the DS left or right.

Advanced Controls

Spins — While in the air, tilt your DS left or right to start spinning. To stop spinning, return the DS from a tilted position. Learn to maximize your spins for more points.

Body Flips — While in the air, press the **R** Button and tilt your DS forward or backward to perform a body flip. Learn to maximize your flips for more points.

Special Tricks — Experiment with the special tricks that can be performed with the Touch Screen. Touch any of the three icons on the right side of the Touch Screen for a unique trick. Blend them into your gameplay for extra variety!

Controls: *Hue Pixel Painter*

Moving — Tilt the DS forward, backward, left or right to move Hue.

Jump — Press the **X**, **A**, **B** or **Y** Button to jump. Activate paint cracks by double-jumping on them.

Advanced Controls

Painting — Move Hue through paint pools to create a trail. Connect multiple pools around objects to restore their color and shape.

Attacking — Ram Drabs with a charged paint attack by wading into paint pools and filling yourself with paint. Bigger Drabs require you to encircle them with paint to defeat them.

Game Modes

Tony Hawk's Motion

World Map — Go around the world to show off your skateboarding and snowboarding skills... challenge yourself amongst the many games ahead!

Sponsor Gear — Change what you're wearing and riding in the skate and snow shops.

Awards — Check out your accomplishments with this feature.

Hue Pixel Painter

Play — Follow the exciting and colorful adventures of Hue and the battles against the life-draining drabs in this unique game of color balance.

Game Options

Tony Hawk's Motion

Sound — Adjust the volume for music and sound effects. Also, change tracks in the Playlist.

Calibration — Tune the balance of your Motion Pack with the press of a button.

Motion Sensitivity — Adjust the sensitivity of your Motion Pack.

Change Controls — Challenge yourself further with the Classic Tony Hawk control layout.

Game Selection — Go back to the Game Select menu.

Slot Selection — Go here to change profiles.

Credits — Check out who made this game possible.

Hue Pixel Painter

How To Play — Learn how to play and what to do in the world of Hue.

Credits — Check out who made this game possible.

Tony Hawk's Motion Credits

Athletes: Tony Hawk and Todd Richards

Music: J Period

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IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

(1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$15 U.S. currency per cartridge replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

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